

💡 The Genius Guide to:

AIR MAGIC



PATHFINDER
ROLEPLAYING GAME COMPATIBLE

Air—perhaps the most mysterious of the primal elements of creation, an invisible medium through which we walk and in whose arms a rare few can fly. The power of air and wind, on their own, seem magical even in our modern world—how much more so in the medieval past? Where does the wind come from, what is it made of, and how can it wield so much power?

The pages of fantasy fiction are filled with the mysteries of air—castles in the sky, weapons made of wind, and creatures like djinni and elementals, who seem to be the very air itself brought to life. Certainly, the *Pathfinder Roleplaying Game Core Rulebook* captures some of the power and mystery contained in the element of air—but that is expressed mostly in the form of movement-based or defensive spells when, as anyone who has ever been caught unprotected in the face of an oncoming gale will attest, air can also serve as a most formidable weapon.

AIR vs. STORM

Air magic often overlaps with storm and weather magic, with spells such as *control weather* and *control winds* both being able to create tornadoes and hurricane-force winds under the right conditions. For the most part, *The Genius Guide to Air Magic* focuses only on air spells, leaving more lightning- and rain-focused spells for other venues. Even so there is some overlap (thunder, being a phenomenon entirely of air, sneaks into a few of our spells), and the new class options presented at the end of this product go further afield than the spells themselves (the druidic storm lord being the most obvious case). We also explore some concepts connected to specifically named winds (such as the *chinook* and *sirocco* spells), some of which have very little bearing on a scientific understanding of how air actually behaves and functions. We beg the reader's indulgence if we wander further than expected from a focus on pure aeromancy.

NEW SPELLS

BARD SPELLS

3rd-Level Bard Spells

Beneficent Breeze: Target's movement is aided by friendly winds.

CLERIC SPELLS

2ND-LEVEL CLERIC SPELLS

Airblast: Make a ranged combat maneuver against one foe.

Chinook: Create a warm wind that raises the temperature and can dispel cold effects.

Foehn: Cone-shaped area filled with wind that sickens those within.

Khazri: Create a cold wind that lowers the temperature and can dispel fire effects.

Trade Wind: Summon favorable winds to increase a ship's speed or a creature's flight.

Wind Tunnel: Use curtains of air to aid your allies' movement, and hinder your foes'.

AIR MAGIC AND SUPER GENIUS SPELLCASTERS

If you happen to use the archon and death mage classes (from the *Genius Guide to the Archon* and the *Genius Guide to the Death Mage*, respectively), you may wish to add some of the spells from Air Magic to their class spell lists. Any spell that a sorcerer/wizard can use from this product is also appropriate to add to the archon's spell list. The death mages have much less in common with aerothurges, and only *foehn* would be a good addition to their spell options.

3RD-LEVEL CLERIC SPELLS

Beneficent Breeze: Target's movement is aided by friendly winds.

5TH-LEVEL CLERIC SPELLS

Control Winds, Lesser: Make minor changes to wind direction and speed.

9TH-LEVEL CLERIC SPELLS

Cyclone Barrier: Create a wall of hurricane-force winds.

DRUID SPELLS

1ST-LEVEL DRUID SPELLS

Chinook: Create a warm wind that raised the temperature and can dispel cold effects.

Khazri: Create a cold wind that lowers the temperature and can dispel fire effects.

Wind Tunnel: Use curtains of air to aid your allies' movement, and hinder your foes'.

2ND-LEVEL DRUID SPELLS

Airblast: Make a ranged combat maneuver against one foe.

Beneficent Breeze: Target's movement is aided by friendly winds.

Foehn: Cone-shaped area filled with wind that sickens those within.

Trade Wind: Summon favorable winds to increase a ship's speed or a creature's flight.

3RD-LEVEL DRUID SPELLS

Control Winds, Lesser: Make minor changes to wind direction and speed.

Gale Scythe: Create a whirling blade of air to harm and trip your foes.

Thunderfist: Make unarmed attacks at range.

4TH-LEVEL DRUID SPELLS

Sirocco: Summon a sandstorm that grants concealment, blows around small items, and deals 1d3 points of damage per round.

Tempest Hammer: Control a massive blast of damaging air.

5TH-LEVEL DRUID SPELLS

Thunderfist, Greater: Make unarmed attacks and related special attacks at range.

8TH-LEVEL DRUID SPELLS

Cyclone Barrier: Create a wall of hurricane-force winds.

Vortex: Create a Medium cyclone that attacks your foes.

9TH-LEVEL DRUID SPELLS

Typhoon: Create a supercyclone over a radius of several miles.

SORCERER/WIZARD SPELLS

1ST-LEVEL SORCERER/WIZARD SPELLS

Airblast: Make a ranged combat maneuver against one foe.

Wind Tunnel: Use curtains of air to aid your allies' movement, and hinder your foes'.

2ND-LEVEL SORCERER/WIZARD SPELLS

Beneficent Breeze: Target's movement is aided by friendly winds.

Chinook: Create a warm wind that raised the temperature and can dispel cold effects.

Khazri: Create a cold wind that lowers the temperature and can dispel fire effects.

Thunderfist: Make unarmed attacks at range.

3RD-LEVEL SORCERER/WIZARD SPELLS

Foehn: Cone-shaped area filled with wind that sickens those within.

Trade Wind: Summon favorable winds to increase a ship's speed or a creature's flight.

4TH-LEVEL SORCERER/WIZARD SPELLS

Gale Scythe: Create a whirling blade of air to harm and trip your foes.

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Tempest Hammer: Control a massive blast of damaging air.

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Vortex: Create a Medium cyclone that attacks your foes.

9TH-LEVEL SORCERER/WIZARD SPELLS

Cyclone Barrier: Create a wall of hurricane-force winds.

Typhoon: Create a supercyclone over a radius of several miles.

SPELLS

AIRBLAST

School: evocation [air]; **Level:** cleric 2, druid 1, sorcerer/wizard 1

Casting Time: 1 standard action

Components: V, S

Range: Medium (100 ft. +10 ft./level)

Target: one creature

Duration: Instantaneous

Saving Throw: Reflex negates; **Spell**

Resistance: yes

You fire a blast of focused air at your target. This allows you to make a special combat maneuver check against target's CMD. You use a bonus equal to your caster level + the spell's level + your Intelligence, Wisdom, or Charisma modifier (whichever is highest). If you hit the target's CMD, you can affect the target with a bull rush, disarm, or trip. If you miss, the target cannot attempt to make a combat maneuver against you because of your failed attempt. If you bull rush the target with an *airblast* you move the target up to the maximum distance allowed by your CMB check without moving yourself.

BENEFICENT BREEZE

School: transmutation [air]; **Level:** bard 3, cleric 3, druid 2, sorcerer/wizard 2

Casting Time: 1 standard action

Components: V, S

Range: touch

Target: creature touched

Duration: 10 minutes/level

Saving Throw: Fort negates (harmless);

Spell Resistance: yes

A strong wind surrounds the subject, aiding his movement. This wind has the following benefits.

- The subject can jump up to ten feet across, five feet up, or twenty feet down without making an Acrobatics check, and adds these distances to any jumps that are made with an Acrobatics check. At 8th-caster-level, these distances double.

- The subject does not spend extra movement when moving through difficult terrain. At 8th-caster-level, the subject gains a +10 foot bonus to its move and fly rates.

- The subject gains a +10 bonus to all Climb checks, and does not lose its Dex bonus to AC when climbing. At 8th-caster-level, this bonus increases to +20.

CHINOOK

School: transmutation [air, fire]; **Level:** cleric 2, druid 1, sorcerer/wizard 2

Casting Time: 1 standard action

Components: V, S

Range: Short (25 ft. +5 ft./2 levels)

Area: 25 ft. + 5 ft./2 levels radius cylinder 25 ft. high

Duration: 1 minute/level

Saving Throw: none; **Spell Resistance:** yes

You create a *chinook*—a warm wind able to melt snow and warm chilled objects. You warm the area of the spell by 20° F (–6.5° C), to a maximum of 89° F (31.5° C), for the duration of the spell. Objects made of ice or snow that are within the area suffer 2d4 points of damage per minute (this damage bypasses any hardness). You may choose to limit the area to any



cylindrical area less than your full limit.

At any time during the spell's duration, as a move action you can focus the *chinook* to attempt to dispel a cold spell or effect. This acts as *dispel magic*, but only works against spells or effects with the [cold] descriptor. Whether the dispel attempt is successful or not, this use ends the *chinook*.

CONTROL WINDS, LESSER

School: transmutation [air]; **Level:** cleric 5, druid 3, sorcerer/wizard 5

Casting Time: 1 standard action

Components: V, S

Range: Short (25 ft. +5 ft./2 levels)

Area: 25 ft. + 5 ft./2 levels radius cylinder 25 ft. high

Duration: 1 minute/level

Saving Throw: Fortitude negates; **Spell**

Resistance: yes

You alter wind force in the area surrounding you. You can make the wind blow in a certain direction or manner, increase its strength, or decrease its strength. The new wind direction and strength persist until the spell ends or until you choose to alter your handiwork, which requires concentration. You may create an "eye" of calm air up to 40 feet in diameter at the center of the area if you so desire, and you may choose to limit the area to any cylindrical area less than your full limit.

Wind Direction: You may choose one of four basic wind patterns to function over the spell's area.

- A downdraft blows from the center outward in equal strength in all directions.

- An updraft blows from the outer edges in toward the center in equal strength from all directions, veering upward before impinging on the eye in the center.

- Rotation causes the winds to circle the center in clockwise or counterclockwise fashion.

- A blast simply causes the winds to blow in one direction across the entire area from one side to the other.

Wind Strength: You can increase or decrease wind strength by one level, to a maximum of hurricane force winds. Each round on your turn, a creature in the wind must make a Fortitude save or suffer the effects of being in the windy area. (See Chapter 13 of the *Pathfinder Roleplaying Game Core Rulebook* for more details.)

- Strong winds (21+ mph) make sailing difficult.

- A severe wind (31+ mph) causes minor ship and building damage.

- A windstorm (51+ mph) drives most flying creatures from the skies, uproots small trees, knocks down light wooden structures, tears off roofs, and endangers ships.

- Hurricane force winds (75+ mph) destroys wooden buildings, uproots large trees, and causes most ships to founder.

CYCLONE BARRIER

School: evocation [air]; **Level:** cleric 9, druid 8, sorcerer/wizard 9

Casting Time: 1 standard action

Components: V, S

Range: medium (100 ft. + 10 ft./level)

Effect: wall up to 20 ft./level long and 10 ft./level high (S)

Duration: 1 minute/level

Saving Throw: none; see text; **Spell Resistance:** yes

A vertical curtain of swirling, visible wind appears. It is 5 feet thick and of hurricane strength. Gargantuan or larger creatures can move through the barrier normally. Huge creatures must make a DC 10 Strength check to move through the barrier on land, and a DC 20 Fly check to move through while airborne. Large creatures must make a DC 15 Strength check to move through the barrier on land, and a DC 25 Fly check to move through while airborne. Medium or smaller creatures must make a DC 20 Strength check to move through the barrier on land, and cannot pass through the barrier if airborne.

Normal ranged attacks cannot be made through the wall, while ranged spell attacks, giant boulders, and siege weapons suffer a -8 penalty if made against a target on the far side of the *cyclone barrier*. Gases, gaseous breath weapons, and creatures in gaseous form cannot pass through the wall (although it presents no barrier to incorporeal creatures). A structure or vehicle caught in the barrier suffers 4d6 damage each round (applying hardness normally).

While the wall must be vertical, you can shape it in any continuous path along the ground that you like. It is possible to create cylindrical or square *cyclone walls* to enclose specific points.

FOEHN

School: necromancy [air]; **Level:** cleric 2, druid 2, sorcerer/wizard 3

Casting Time: 1 standard action

Components: V, S

Range: short (25 ft. +5 ft./2 levels)

Area: cone-shaped spread

Duration: instantaneous

Saving Throw: Fortitude negates; **Spell Resistance:** yes

You create a *foehn*, a mountain wind that carries with it a miasma of disease, to blow through the spell's area. Subjects in the area when *foehn* is cast must save or suffer the sickened condition for 1 minute per caster level. The area does not remain dangerous after the spell is cast, and those affected remain sickened even if they leave the spell's original area. A character may remove the sickened condition from a target by making a Heal check with a DC equal to the spell's save DC. This takes one minute of uninterrupted treatment.

GALE SCYTHE

School: evocation [air]; **Level:** druid 3, sorcerer/wizard 4

Casting Time: 1 standard action

Components: V, S

Range: Short (25 ft/ +5 ft./2 levels)

Effect: 5-foot diameter disk of focused air

Duration: 1 round/level

Saving Throw: none; **Spell Resistance:** yes

Gale scythe creates a focused arc of furiously whirling air you can direct against your enemies. The *gale scythe* is visible as a blur of shearing winds. It occupies the same space as a Medium creature, but does not threaten spaces around it. As a move action, you can move the *gale scythe* up to 60 feet each round. A creature occupying the same square as the *gale scythe* is subject to its trip attack (see below). The *gale scythe* can enter an occupied space, but doing so ends its movement for the round. Other creatures may freely enter the space a *gale scythe* occupies (or may be forced to do so), but are subject to its trip attack as soon as they do so. A *gale scythe* grants hard cover against ranged attacks that track their line of sight through the space it occupies.

The CMB for the *gale scythe's* trip attack is equal to your caster level + plus your Intelligence or Wisdom modifier (whichever is higher) + plus the spell's level. Thus a 12th-level wizard with an 18 Intelligence casting *gale scythe* uses a CMB of +20 (caster level 12 + 4 Int modifier + 4 spell level).

While casting this spell provokes attacks of opportunity normally, subsequent attacks made with it do not. This spell functions indoors, underground, and underwater.

KHAZRI

School: transmutation [air, cold]; **Level:** cleric 2, druid 1, sorcerer/wizard 2

Casting Time: 1 standard action

Components: V, S

Range: Short (25 ft. +5 ft./2 levels)

Area: 25 ft. + 5 ft./2 levels radius cylinder 25 ft. high

Duration: 1 minute/level

Saving Throw: none; **Spell Resistance:** yes

You create a *khazri*, a cold wind able chill objects and crack stone and metal. You cool the area of the spell by 20° F (-6.5° C), to a minimum of 41° F (5° C), for the duration of the spell. Any unattended object that was originally at a temperature of 60° F (15.5° C) or more takes 2d8 points of damage (bypassing any hardness) one round after the spell is cast because of the sudden drop in temperature.

At any time during the spell's duration, as a move action you can focus the *khazri* to attempt to dispel a fire spell or effect. This acts as *dispel magic*, but only works against spells or effects with the [fire] descriptor. Whether the dispel attempt is successful or not, this use ends the *khazri*.

SIROCCO

School: conjuration [air]; **Level:** druid 4, sorcerer/wizard 4

Casting Time: 1 standard action

Components: V, S

Range: long (400 ft. + 40 ft./level)

Area: cylinder (40-ft. radius, 20 ft. high)

Duration: 1 round/level

Saving Throw: none; **Spell Resistance:** no

Hot, driving wind filled with sand limits all kinds of vision to 10 feet and gives all creatures within the area concealment. Creatures within the area suffer 1d3 points of damage from the blasting sand each round. The high winds make

it difficult for creatures to move, requiring a DC 15 Acrobatics check (DC 20 for flying creatures). Failure means a creature can't move in that round, while failure by 5 or more means it falls prone). The winds knock over and toss about unattended objects that weight less than 1 lb. per caster level, ripping lose tents, scattering small packs (generally moving such objects up to 10 feet in a random direction each round), and extinguishing uncovered torches and small fires.

TEMPEST HAMMER

School: evocation [air]; **Level:** druid 4, sorcerer/wizard 5

Casting Time: 1 round

Components: V, S

Range: Medium (100 ft/ +10 ft./level)

Effect: 5-foot radius column of focused air

Duration: 1 round/level

Saving Throw: Reflex partial; **Spell**

Resistance: yes

Immediately upon completion of this spell, and once per round thereafter, you may call down a 5-foot-radius, 30-foot-



tall vertical column of gale-force winds. The column of air slams down in a vertical stroke at whatever target point you choose within the spell's range (measured from your position at the time). Targets in the area suffer 3d8 bludgeoning damage and are subject to a bull rush attack. Targets that makes a successful Reflex save take no damage but are still subject to the bull rush.

The CMB for the *tempest hammer's* bull rush attack is equal to 8 + your caster level + your Intelligence or Wisdom modifier (whichever is higher) + the spell's level. Thus a 12th-level druid with an 18 Wisdom casting *tempest hammer* uses a CMB of +28 (8 + caster level 12 + 4 Wis modifier + 4 spell level). Targets are pushed directly away from you to the maximum distance allowed by the bull rush CMB check.

You need not call a column of air immediately; other actions, even spellcasting, can be performed first. Each round after the first you may use a standard action (concentrating on the spell) to call a column. You may call a total number of columns equal to your caster level (maximum 15 columns). While casting this spell provokes attacks of opportunity normally, subsequent attacks made with it do not.

If you are outdoors and in a stormy area—a rain shower, clouds and wind, hot and cloudy conditions, or even a tornado (including a whirlwind formed by a djinni or an air elemental of at least Large size)—each column deals 3d12 points of bludgeoning damage (instead of 3d8) and the spell's CMB increases by +4. This spell functions indoors, underground, and underwater.

THUNDERFIST

School: evocation [air]; **Level:** druid 3, sorcerer/wizard 2

Casting Time: 1 standard action

Components: V, S

Range: short (25 ft. +5 ft./2 levels)

Effect: shimmering limbs of air

Duration: 1 round/2 levels

Saving Throw: no; **Spell Resistance:** yes

This spell creates two columns of wind that can mimic your limbs' movements when you make unarmed attacks. This allows you to make unarmed attacks at range. You can make one such attack on the same round you cast the spell. On subsequent rounds you can make a single ranged unarmed attack as a standard action or, as a full round action, make as many ranged attacks as you are normally allowed unarmed attacks when performing a full attack action. These attacks use your unarmed melee attack bonus and deal 1d4 damage or your normal unarmed damage (whichever is greater). The damage from these attacks may be lethal or nonlethal damage at your choice.

You may not use this spell to make combat maneuvers or deliver special attacks normally associated with unarmed attacks (such as Stunning Fist). You also cannot use it to deliver touch-range spells or similar magic effects. You cannot use this spell to make ranged attacks with natural weapons. While casting this spell provokes attacks of opportunity normally, the attacks made with the spell do not.

THUNDERFIST, GREATER

School: evocation [air]; **Level:** druid 5, sorcerer/wizard 4

Casting Time: 1 standard action

Range: medium (100 ft. +10 ft./ level)

Duration: 1 round/level

This spell acts as *thunderfist* except as noted above, plus the ranged unarmed attacks made with the spell have expanded options.

If you have a feat or special ability that can be delivered with an unarmed attack (such as Gorgon's Fist, Scorpion Style, and Stunning Fist), as a standard action you may use the ability as part of a single ranged unarmed attack. Other options include using a standard action to make a ranged bull rush, disarm or trip (using your normal CMB) without risking an attack of opportunity or being disarmed or tripped in return. You still cannot use this spell to deliver spells.

TRADE WIND

School: conjuration [air]; **Level:** cleric 2, druid 2, sorcerer/wizard 3

Casting Time: 10 minutes

Components: V, S

Range: touch

Target: one creature or seagoing ship

Duration: 24 hours

Saving Throw: none; **Spell Resistance:** no

You summon favorable winds for one seagoing vessel, causing a becalmed ship to have a typical amount of wind, and a seagoing ship to have winds that are easily negotiated. The ship's hourly and daily travel rate increases by 25%. This has no effect on the ship's tactical



(per-round) movement. You cannot reduce the damaging effects of a storm, but you do negate its effect on a ship's travel speed.

Alternatively you can cast this spell on one creature. The spell does not grant the creature a fly move rate, but it does increase the speed of a creature that already has a fly rate. The creature's maneuverability class is increased by one step (to a maximum of perfect), and its fly speed increased by 10 feet.

TYPHOON

School: transmutation [air]; **Level:** druid 9, sorcerer/wizard 9

Casting Time: 1 round

Components: V, S

Range: 1 mile/5 levels

Area: radius of 1 mile/5 levels.

Duration: 10 minutes/level (D)

Saving Throw: Fortitude negates; **Spell**

Resistance: yes

You summon a windstorm such as is seen in nature only once a century. The winds in the area of the spell increase in intensity by one step each round (from light to moderate, strong, severe, windstorm, hurricane, and then tornado) after the spell is cast. It is important to note you are not immune to the effects of these winds. (See Chapter 13 of the *Pathfinder Roleplaying Game Core Rulebook* for the effects of these wind conditions).

One round after tornado force winds, the wind conditions increase to a typhoon—sustained winds in excess of 300 mph in the entire area of the spell. This is treated as the conditions for a tornado, with the following modifications: In addition to ranged attacks being impossible, melee attacks suffer a –4 penalty within the typhoon. Perception checks of any type are limited to a maximum of 10 feet. Gargantuan creatures are unable to move forward against the force of the wind unless they make a DC 15 Strength check (if on the ground) or a DC 25 Fly check (if airborne) each round. Huge creatures are blown away unless they make a DC 20 Strength check (if on the ground) or a DC 30

Fly check (if airborne) each round. Creatures blown away take 6d6 lethal damage, rather than the normal 2d6 nonlethal. Vehicles, buildings, large plants and unsupported geologic features in the area take 8d6 damage every round (applying their hardness normally).

Although you can dismiss this spell, its effects do not end immediately. Each round after you dismiss a *typhoon*, the wind conditions in the spell's area are reduced by one step.

VORTEX

School: evocation [force]; **Level:** druid 8, sorcerer/wizard 8

Casting Time: 1 standard action

Components: V, S

Range: close (25 ft. + 5 ft./2 levels)

Effect: one Medium vortex

Duration: 1 round/level (D)

Saving Throw: none; **Spell Resistance:** yes

This spell brings into being a twisting, whirling cyclone of air roughly the same size as a Medium creature. The cyclone moves adjacent at any opponent within the spell's range, as you desire, and attacks it—starting in the round that you cast the spell. For the duration of the spell, the cyclone attacks its designated target once each round on your turn. Its attack bonus is equal to 4 + your caster level + your Intelligence, Wisdom, or Charisma bonus (whichever is higher). It deals 3d6+4 points of bludgeoning damage, with a critical multiplier of x2. Instead of attacking to deal damage, you can have the *vortex* make one the following combat

maneuvers: grapple, bull rush, disarm, overrun, sunder, or trip. It has a CMB equal to its attack bonus +4. The *vortex* cannot be bull rushed, grappled, overrun, or tripped by others.

The *vortex* occupies the same area as a Medium creature. Any creature (even very small creatures or you and your allies) wishing to move through its space must make an Acrobatics check with a DC equal to its CMB. The vortex can take part in a flanking maneuver with another combatant and can make use of the flanking bonus. If the cyclone is farther away from you than the spell's range, goes out of your sight, or has no target and you are not actively directing it, the cyclone returns to you and hovers by your side.

Each round after the first, you can use a standard action to switch the *vortex* to a new target. It can move to any spot within the spell's range and still attack in the same round. If you do not command it to move, the *vortex* continues to attack the previous round's target.

The *vortex* cannot be harmed by physical attacks, but *dispel magic*, *control winds*, *control weather*, and *whirlwind* can all be used to dispel it.

If a creature the cyclone is attacking has spell resistance, the resistance is checked the first time *vortex* strikes it. If the attack is successfully resisted, the spell is dispelled. If not, the cyclone has its normal full effect on that creature for the duration of the spell.

WIND TUNNEL

School: evocation [air]; **Level:** cleric 2, druid 1, sorcerer/wizard 1

Casting Time: 1 standard action

Components: V, S

Range: medium (100 ft. +10 ft./level)

Area: A continuous path 10 feet long per level, 5 ft. wide and 5 ft. tall (S)

Duration: 1 minute/level

Saving Throw: Fortitude negates; **Spell**

Resistance: yes

You create a path of calm air surrounded by strong winds. You set the path when the spell is cast, it cannot cross itself, and it cannot later be changed or moved. The path is easily traversed by you and your allies, who gain a +4 bonus to Acrobatics, Climb, and Jump checks made to move along the path. Any other creature must make a Fortitude save, or it expends 5 additional feet of movement for every 5 feet it travels along the path. Creatures on the path gain a +1 bonus to AC and saving throws, and +4 to CMD, from attacks and effects that originate off the path.

NEW OPTIONS

With the addition of new air spells, it's only natural that some spellcasting classes have more air- and wind-related options. Presented below are the wind domain (for clerics and druids), the storm lord (for druids), the Air master (for monks), the skyborne bloodline (for sorcerers), the wind specialist (for wizards), and a new monster option, the airborne template—a new way to broaden encounter options with air-themed monsters.

WIND DOMAIN

Clerics already have access to two air-related domains in the core rules, the Air Domain and the Weather Domain. However, both are focused as much on lightning and storms as on magical control of just air, and neither has strong ties to the elemental plane of air. The Wind Domain exists for clerics whose deities focus on air as the pure element itself, not on the storms and lightning bolts that travel through it.

Granted Powers: You feel the power and energy of air in its purest form, and use it to influence the air and creatures that fly through it.

Air Lord (Ex): You can speak to any creature that naturally has a fly move rate. Additionally, airborne creatures take a –2 penalty on attack and damage rolls against you, and you gain a +2 bonus on attack and damage rolls against airborne creatures.

Air Form (Sp): At 8th level you can assume the form of an air elemental one once per day. This acts as the spell *elemental body I*, but may be used only to become an air elemental. This improves to acting as *elemental body II* at 10th level, *elemental body III* at 12th level, and *elemental body IV* at 14th level (all limited to air elemental forms only).

Domain Spells: 1st—*chinook**, 2nd—*khazri**, 3rd—*gale scythe**, 4th—*sirocco**, 5th—*control winds*, 6th—*tempest hammer**, 7th—*overland flight*, 8th—*whirlwind*, 9th—*typhoon**.

*New spell introduced in this product.

STORM LORD (DRUID)

Storm lords are druids with less connection to the world of animals, but stronger ties to the skies and weather. Unlike most druids, storm lords do not gain the wild shape ability. Instead they have the storm mastery power, which gives them access to a set of spell-like abilities they can use a number of times per day.

Storm Mastery I: At 4th level, a storm master gains *faerie fire* and *obscuring mist* as spell-like abilities, using his druid level as the caster level for these abilities. Once per day, he may use a spell-like ability, freely choosing which one without preparing it in advance.

Storm Mastery II: At 6th level, the storm lord can use a spell-like ability twice per day. He also adds *fog cloud* and *gust of wind* to his list of spell-like abilities.

Storm Mastery III: At 8th level, the storm lord can use a spell-like ability three times per day. He also adds *call lightning*, *sleet storm*, and *wind walk* to his list of spell-like abilities.

Storm Mastery IV: At 10th level, the storm lord can use a spell-like ability four times per day. He also adds *air walk* and *ice storm* to his list of spell-like abilities.

Storm Mastery V: At 12th level, the storm lord can use a spell-like ability five times per day. He also adds *call lightning storm* to his list of spell-like abilities.

Storm Mastery VI: At 14th level, the storm lord can use a spell-like ability six times per day. He also adds *chain lightning* to his list of spell-like abilities.

Storm Mastery VII: At 16th level, the storm lord can use a spell-like ability seven times per day. He also adds *whirlwind* to his list of spell-like abilities.

Storm Mastery VIII: At 18th level, the storm lord can use a spell-like ability eight times per day. He also adds *call lightning storm* to his list of spell-like abilities.

Storm Mastery IX: At 20th level, the storm lord can use a spell-like ability nine times per day. He also adds *storm of vengeance* to his list of spell-like abilities.

AIR ELEMENTAL COMPANIONS

Some druids (especially storm lords) use the nature's bond ability to forge a bond with an air elemental, rather than gaining an animal companion or clerical domain. Unlike the grudging aid gained from air elementals summoned to the material plane and forced into service through other magical means, air elemental companions are loyal friends and allies who seek to serve their druid to the best of their ability. They have a disdain for touching the ground or water, though neither deals them any special harm. While each individual air elemental companion has a single shape, they come in a wide range of appearances. Many air elemental companions have the form of a wispy hawk or small vortex of smoke, though all are of the elemental subtype.

Air elemental companions follow the rules for animal companions, with the following differences. Air elemental companions gain d10 for hit dice, rather than d8s. They receive the same number of hit dice as animal companions do, based on the level of their druid. An air elemental companion can have ranks in any skill other than Climb and Swim. The following skills are considered class skills: Acrobatics (Dex),

Escape Artist (Dex), Fly (Dex), Knowledge (planes) (Int), Perception (Wis), and Stealth (Dex). Air elemental companions can select any feat they are physically capable using, at the GM's discretion.

AIR ELEMENTAL

Starting Statistics: Size Small; Speed fly 100 ft. (perfect); AC +1 natural armor; Attack slam (1d4); Ability Scores Str 10, Dex 16, Con 11, Int 3, Wis 14, Cha 8; Special Qualities: air mastery, elemental immunities, darkvision 60 ft.

4th-Level Advancement: Size Medium; Attack slam (1d6); Ability Scores Str +2, Dex +2.

Air Mastery (Ex): Airborne creatures take a -1 penalty on attack and damage rolls against an air elemental.

AIR MASTER (MONK)

The air master is a monk who, rather than focusing on the development of his own ki powers, has studied the spiritual connection between self-perfection and the elemental essence of the air. A character may choose to be an air master upon taking his first level of monk and this decision cannot be changed.

An air master does not receive flurry of blows, the bonus feat gained at 2nd level, ki pool, or the wholeness of body, abundant step, and empty body class abilities. Since an air master has no ki pool, he cannot spend ki points as part of the high jump ability.

Instead, the air master can learn and cast a limited number of magic spells. These spells may be drawn from the cleric, druid,

Caster Level	Spells Known					
Level	1st	2nd	3rd	4th	5th	6th
1	1	—	—	—	—	—
2	2	—	—	—	—	—
3	2	—	—	—	—	—
4	2	1	—	—	—	—
5	2	2	—	—	—	—
6	2	2	—	—	—	—
7	2	2	1	—	—	—
8	3	2	2	—	—	—
9	3	2	2	—	—	—
10	3	2	2	1	—	—
11	3	3	2	2	—	—
12	3	3	2	2	—	—
13	3	3	2	2	1	—
14	3	3	3	2	2	—
15	3	3	3	2	2	—
16	3	3	3	2	2	1
17	3	3	3	3	2	2
18	3	3	3	3	2	2
19	3	3	3	3	2	2
20	3	3	3	3	3	2

or sorcerer/wizard spell lists. Only spells with the [air] descriptor may be selected. These spells are treated as divine spells but the air master suffers arcane spell failure if wearing armor, even for spells taken from divine spellcasting lists. The air master uses his monk level as his caster level when using these spells.

The air master's command of these air spells is more limited than typical spellcasters, as he powers them with his

internal energy. The air master can cast each spell he knows only once per day. An Air Master may choose to know the same spell multiple times if he wishes. An air master is not normally able to use metamagic feats, though he can use metamagic rods.

SKYBORNE BLOODLINE (SORCERER)

Though sorcerers have an elemental air bloodline in the core rules, it focuses on electricity damage and assuming the actual form of an air elemental. It has no spells or abilities that grant control over air or wind. The skyborne bloodline represents those who are descended from djinn or follow ancient religions that venerate spirits of air and sky.

Class Skill: Knowledge (planes).

Bonus Spells: *airblast** (3rd), *beneficent breeze** (5th), *trade wind** (7th), *gale scythe** (9th), *tempest hammer* (11th), *control winds* (13th), *overland flight* (15th), *vortex** (17th), *cyclone barrier** (19th)

*New spell introduced in this product.

Bonus Feats: Air Kata*, Agile Maneuvers, Defensive Combat Training, Dodge, Fleet, Nimble Moves, Skill Focus (Fly), Squallblood*.

*New feat introduced in this product.

Bloodline Powers: Command of the air and movement in the sky comes naturally to you, but you hate being confined either physically or by the rules of society.

Wind Jaunt (Su): At 1st level, you can summon a burst of wind that will lift and

carry you a very short distance. As part of the movement you take during a move action, you can fly 15 feet. This counts as 5 feet of ground movement as part of your normal move rate. At the end of this movement if you are not on solid footing, you fall. You may use this power a number of times per day equal to 3 + your Charisma bonus.

Buffered by the Sky (Su): At 3rd level the air around you always acts to aid you. You gain DR 1/—, and take 1/4 damage from all falls.

Airborne (Su): You gain the ability to fly, which acts as the *fly* spell. You may do this a number of times per day equal to 3 + your Charisma modifier. You may grant this ability to another creature with a touch, but doing so counts as two uses against your daily limit.

Sky Knight (Su): At 15th level, when you are flying, you gain a +2 bonus to AC, saving throws, and caster level.

AIR MASTER ARCHETYPES

For those who have one of the Super Genius Games archetype books, the first of which is *The Genius Guide to Archer Archetypes*, the air master option can be treated as an archetype. The abilities an air master does not gain exactly match the Ki Master archetype monks normally begin with. A GM could thus allow other classes to gain access to the air master by giving up the archetype package normally granted to their class, as defined in *Archer Archetypes*. Only classes with no other spellcasting ability should be allowed to take the Air Master archetype.

Note that it is not necessary to have *The Genius Guide to Archer Archetypes* to use the Air Master as described here—as an alternate power structure for monks.

Skylord (Su): At 20th level, you can summon a whirlwind to carry yourself and your allies. As a free action you can create a platform of wind (up to 10 feet in diameter) that flies with a 60-foot movement rate under your direction. The platform is as stable as unmoving ground. The platform remains, unmoving, up to a minute after you are disabled, knocked out, or killed. You may only have one such platform in existence at a time and may dismiss it as a free action.

If you create an object with the *create object* or *fabricate* spells, you may choose to have the object be weightless and floating in mid-air. Such objects retain their weightlessness for 30 days after they are taken from your presence, though you can renew this property with a thought if within 30 feet. This material can be used to create a floating castle, though you must visit it once a month to keep it floating. If the effect ends after 30 days, it does so in a way that lets the material to settle down to the ground as if it was affected by a *feather fall* spell.

WIND SPECIALIST

While most wizards focus on a specific school of magic, a wind specialist studies the natural and magic powers of the winds, clouds, and gases.

Spell Gust (Su): Any time you cast an evocation spell that deals hp damage to one or more foes, you may add a burst of wind to the effect upon one target. Select a single target of the spell that you damaged. You may make a special CMB check to bull rush that target. The CMB is equal to your caster level + your Intelligence modifier. The creature is bull rushed directly away from you to the maximum distance of the bull rush effect.

Hindering Winds (Ex): As a standard action, you can fire a bolt of shearing wind at any foe within 30 feet as a ranged touch attack. The winds hinder the target, halving all its movement rates for 1d4 rounds. You can use this ability a number of times per day equal to 3 + your Intelligence modifier.

Fly Field (Sp): At 8th level, as a swift action, you can grant flight to yourself and a number of allies near you. You grant 30 feet of flight to yourself and any creature you wish that is within 30 feet of you. This acts as the *fly* spell for each creature so affected. At the start of each round, any creatures to whom you granted flight must be within 30 feet of you or they fall (though they receive the benefit of a *feather fall* when they do). You may do this a number of rounds per day equal to your wizard level. These rounds do not need to be consecutive.

AIRBORNE CREATURE

Airborne creature is a simple template that can be applied to any corporeal creature, but is most common among aberrations, animals, and magic beasts. Creatures with this template gain a natural fly rate, and treat Fly as a class skill. The fly rate is equal to 20 feet + 10 feet per size category smaller or larger than medium +10 feet for every 4 hit dice (or fraction thereof).

The CR of an airborne creature is +1 over the base creature, with a minimum CR of 2.

NEW FEATS

The following feats are designed to expand the options available to practitioners of air magic.

AIR KATA

You movements speak to the winds.

Prerequisites: Wis 13, Improved Unarmed Strike.

Benefit: As long as you fulfill the somatic components of a spell with the [air] subtype, you do not need to fulfill the verbal components. If you bypass the somatic component in some way (such as Still Spell), you must fulfill the verbal component normally.

SQUALLBLOOD

The magic of the winds flows strongly in your magic.

Prerequisites: Cha 13, able to cast a spell with the [air] descriptor.

Benefit: When you use a spell with the [air] descriptor to make a combat maneuver or grant a bonus to CMD, you gain a +4 bonus to the CMB or CMD, as appropriate.



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